EPIDEMIC!

PLAYER AID CARD
APPLE VERSION

1. STARTING A GAME (DOS 3.2 or DOS 3.3)

To begin a game, boot your game disc and the game will begin automatically. If you are using an Apple II with *Pascal*, you must first use your BASICS disc. If you are using an Apple III you must first go into Apple II Emulation Mode.

The game begins with an introductory animated title sequence. If you wish to abort this sequence and proceed directly to Initialization Dialog, press the ESC key while this display is in progress.

2. RESTARTING A PREVIOUSLY SAVED GAME

When the restart option is selected, the computer will instruct you step by step through the process. If you examine your SSI SAVE GAME DISK catalog option during this sequence, you will see that your game appears in 3 entries on the disk, with characters tacked on to the name you originally entered. When the computer requests the name you saved the game under, only enter your original designation; do not include these additional characters.

3. SAVING A GAME IN PROGRESS

A game in progress may be saved for later replay by exercising the save game option from the player option menu. Games must be saved on an initialized SSI SAVE GAME DISK. If you have not previously created an SSI SAVE GAME DISK, you will be given the oportunity to do so during the save game sequence.

4. SURFACE MAP KEY

On the APPLE II computer, regional conditions will be displayed as follows:

LEVEL 0 (CLEAR) .... BLANK (NO COLOR)
LEVEL 1 .... STRIPES OVER BLACK
LEVEL 2 .... STRIPES OVER WHITE
LEVEL 3 & 4 .... SOLID COLOR
LEVEL 5 .... GOLD CROSSHATCH
LEVEL 6 (DESTROYED) .... SOLID WHITE

STRATEGIC SIMULATIONS INC